

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claims 1-14: Cancelled

15. (Currently Amended) A method of operating a jackpot wagering system, comprising the steps of:

a gaming server providing a game of chance for a plurality of players, wherein a player places a wager on a turn of the game of chance and obtains an outcome based on a random event generated by the gaming server, the outcome being one of at least a favorable outcome in which the player wins the contents of an accumulation account, an intermediate outcome in which the player wins the wager at fixed odds, and an unfavorable outcome in which the player forfeits the wager;

an accumulation facility, in communication with the gaming server via a communication network, accumulating a portion of each wager in the accumulation account;

a lottery server, in communication with the gaming server via the communication network, defining a time interval for a lottery associated with the game of chance;

during the defined time interval, the lottery server rewarding each player participating in the game of chance who qualifies for enrollment with at least one enrollment in the lottery;

the lottery server determining whether the favorable outcome of the game of chance occurs during the defined time interval, wherein the lottery server is programmed to (i) if the

favorable outcome of the game of chance occurs during the defined time interval, cancel the lottery and void all enrollments in the lottery and (ii) if the favorable outcome of the game of chance does not occur during the defined time interval, randomly select one of the enrollments in the lottery and award the contents of the accumulation account to the player with the selected enrollment as winner of the lottery. [[:]]

~~if the favorable outcome of the game of chance occurs during the defined time interval, awarding the contents of the accumulation account to the player who obtained the favorable outcome, cancelling the lottery, and voiding all enrollments in the lottery; and~~

~~if the favorable outcome of the game of chance does not occur during the defined time interval, randomly selecting one of the enrollments in the lottery and awarding the contents of the accumulation account to the player with the selected enrollment as winner of the lottery.~~

16. (Currently Amended) The method of claim 15, wherein the lottery server rewarding each player participating in the game of chance who qualifies for enrollment with at least one enrollment in the lottery comprises:

the lottery server rewarding a player participating in the game of chance with multiple enrollments in the lottery in proportion to the player's participation in the game of chance.

17. (Currently Amended) The method of claim 15, wherein the lottery server rewarding each player participating in the game of chance who qualifies for enrollment with at least one enrollment in the lottery comprises:

the lottery server rewarding a player participating in the game of chance with one enrollment for every 10 turns of the game of chance on which the player has placed a wager.

18. (Currently Amended) The method of claim 15, wherein the lottery server rewarding each player participating in the game of chance who qualifies for enrollment with at least one enrollment in the lottery comprises:

the lottery server rewarding a player participating in the game of chance with one enrollment for every 15 turns of the game of chance on which the player has placed a wager.

19. (Previously Presented) The method of claim 15, wherein the defined time interval has a fixed duration.

20. (Previously Presented) The method of claim 15, wherein the defined time interval expires when the balance of the accumulation account exceeds a predetermined threshold.

21. (Previously Presented) The method of claim 15, wherein each enrollment in the lottery is uniquely identified by a unique code.

22. (Currently Amended) The method of claim 21, wherein the lottery server is programmed to randomly select ~~selecting~~ one of the enrollments in the lottery ~~comprises by a process comprising:~~

generating a random number that maps to one of the unique codes associated with the enrollments in the lottery.

23. (Currently Amended) A jackpot wagering system, comprising:

~~a plurality of player terminals, each player terminal being operable by a respective player to place a wager on a turn of a game of chance and obtain an outcome, the outcome being one of at least a favorable outcome in which the respective player wins the contents of an accumulation account, an intermediate outcome in which the respective player wins the wager at fixed odds, and an unfavorable outcome in which the respective player forfeits the wager;~~

a gaming server that communicates with [[the]] a plurality of player terminals across a communication network, wherein the gaming server is configured to generate random events upon which outcomes of [[the]] a game of the chance are based, wherein each player terminal is operable by a respective player to place a wager on a turn of the game of chance and obtain an outcome based on a random event generated by the gaming server, the outcome being one of at least a favorable outcome in which the respective player wins the contents of an accumulation account, an intermediate outcome in which the respective player wins the wager at fixed odds, and an unfavorable outcome in which the respective player forfeits the wager;

an accumulation facility in communication with the gaming server via the communication network, wherein the accumulation facility is configured to accumulate a portion of each wager in the accumulation account;

a lottery server in communication with the gaming server via the communication network, wherein the lottery server is ~~configured~~ programmed to: (i) run a lottery that is associated with the game of chance during a defined time interval; (ii) during the defined time interval, reward each player participating in the game of chance who qualifies for enrollment with at least one enrollment in the lottery; (iii) determine whether the favorable outcome of the game of chance occurs during the defined time interval; (iv) if the favorable outcome of the

game of chance occurs during the defined time interval, cancel the lottery and void all enrollments in the lottery; and (v) if the favorable outcome of the game of chance does not occur during the defined time interval, select a winner of the lottery by randomly selecting one of the enrollments in the lottery, wherein the winner of the lottery is awarded the contents of the accumulation account.

24. (Previously Presented) The system of claim 23, wherein the lottery server is able to reward a player participating in the game of chance with multiple enrollments in the lottery in proportion to the player's participation in the game of chance.

25. (Currently Amended) The system of claim 23, wherein the lottery server is ~~configured~~ programmed to reward a player participating in the game of chance with one enrollment for every 10 turns of the game of chance on which the player has placed a wager.

26. (Currently Amended) The system of claim 23, wherein the lottery server is ~~configured~~ programmed to reward a player participating in the game of chance with one enrollment for every 15 turns of the game of chance on which the player has placed a wager.

27. (Previously Presented) The system of claim 23, wherein the defined time interval has a fixed duration.

28. (Previously Presented) The system of claim 23, wherein the defined time interval expires when the balance of the accumulation account exceeds a predetermined threshold.

29. (Previously Presented) The system of claim 23, wherein each enrollment in the lottery is uniquely identified by a unique code.

30. (Currently Amended) The system of claim 29, wherein the lottery server is ~~configured~~ programmed to randomly select one of the enrollments in the lottery by generating a random number that maps to one of the unique codes associated with the enrollments in the lottery.